

## KLAUS VURRUNNE

Male Human (Brecht) 9th Level Thief  
Blooded Guildmaster (Regent)

Str: 10                      Int: 14                      Height: 5' 9"                      Hair/Eyes: Brown / Blue  
Dex: 16                      Wis: 12                      Weight: 158 lbs                      Skin: Fair  
Con: 12                      Chr: 14                      Age: 29                      Alignment: Lawful Neutral

Appearance: You have that debonair, confident look that characterizes "men of the world," but your blue eyes appear to hide secrets you cannot talk about. You favor leather armor, and usually wear your rapier and a coil of silk rope at all times from a wide black leather belt. Sometimes a jaunty cap completes your ensemble.

Weapon Proficiencies: Rapier, Light Crossbow, Garotte, Lasso

Non-Weapon Proficiencies: Administration (12), Alertness (13), Information Gathering (city of Holstadt) (14), Intrigue (12), Juggling (15), Local History–Berhagen (14), Read and Write Low Brecht (15), Rope Use (16), Tumbling (16)

Languages: Low Brecht

Combat Statistics:	AC Normal: 6		AC Rear: 8		Hit Points: 30		Base THACO: 17
Weapon	#AT	Range	Speed	Adj. THACO	Base Damage	Dmg Bonus	
Rapier	1	0	5	17	1d6+1/1d8+1	0	
Light Crossbow	1	6/12/18	7	16	1d6+1/1d8+1	0	
Garotte**	1	0	3	21	death	0	
Lasso	1	1/2/3	10	14	entrapment	0	

\*\* Your garotte is made of thin metal wire and slays instantly, but getting it around the neck is very hard (hence the adjusted THACO). Further, you have to backstab to use it at all.

Saving Throws	Thief Skills		Backstab at +4 to Hit and x4 Damage		
Paralyzation, Poison, Death:	12	PP	OL	FT	MS
Rod, Staff, Wand:	12	60% (+5)	55%	50%	40% (+10)
Petrification, Polymorph:	11				
Breath Weapon:	15	HS	HN	CW	RL
Spell:	13	40% (-5)	50%	65% (+10)	60%

Add bonuses in parentheses when wearing no armor

Bloodline derivation–Brenna; strength–Tainted; score–14

Blood Abilities (these are innate powers):

1. Character Reading: you have an uncanny knack for reading a person's character after just one round of speaking with him or her, determining intentions, attitudes, and motivations. You cannot detect alignment unless some action or word of the person so indicates it. You can spot potential traitors and bad faith deals 90% of the time unless your target's intent is magically concealed.
2. Heightened Senses: you have the sight and hearing of a cat. This is expressed in a natural infravision to a range of 30 yards and a +1 bonus on surprise checks.

Magic Items: Light crossbow +2, 12 bolts +1, cloak of protection +2, ring of spell turning

**Possessions:** As guildmaster, you control a lot of wealth. You can acquire any piece of non-magical equipment that you need from your guild, within the hour.

**Role-Playing Notes:**

You were born to a rising political family in the Brecht realm of Berhagen. You had an intuitive understanding of the games your parents played as members of the baron's court, but did not want to get involved with them. You entered the furrier and trappers guild, rising in the ranks as you built a small trade network among the distant and scattered trappers. You knew that your bloodline descended from Brenna, but you also knew the family tree contained many commoners, and that your bloodline would soon disappear. As the only child of your parents, you did not think that there was anything to be done.

Someone in the guild introduced you to the underworld, and you immediately prospered. Your knack for organization served you well, and soon you had another network built, one of spies and informants in the capital city of Holstadt. Your trade in the black market brought you to the notice of the guild regent, Arran Skelhaus, who made you one of his most influential assistants. There, you discovered the answer to a question which had bothered you for years: "Why was the guild so ineffectual?" You knew personally that the guild controlled about half the wealth in Berhagen, but it could do so much more. You saw at once that it was the regent's leadership which was lacking. In the interest of guild prosperity, you eliminated the regent and assumed control of the guild, taking the old guildmaster's bloodline in the process. It was an easy decision for you, but not necessarily a pleasant one. Killing should be always the last resort to a careful planner. You do not regret it, though; he was a pleasant man but had to go for the guild to grow.

You have been the Guildmaster for about a year now, and you have just gotten the hang of all the aspects of ruling a huge guild. You now see your way clear to implementing some important changes. Your spy network has kept you informed of the baron's activities, and you have been drawn into the political arena of the court in the interests of the guild (your parents have long since retired to their lands in the north). You maintain your connections with the underworld, and this makes the guild stronger. You are pleasant and debonair at all times, but hard decisions do not scare you and you can be ruthless when it comes to guild business.

**Katarina Hillen, Seer to the Baron:** This beautiful woman is the chief diviner for the baron, and a skilled illusionist as well, and according to your spies she is the baron's mistress as well. She suits him, you think, and it is a pity she has common blood. You are careful not to cross her, but you still feel that if anyone watches you it is her.

**Dirk Kallnecht, High Mage of Brechtur:** This wizard has been an associate of yours for years, even before you were the guildmaster. As controller of the most magical sources in the land, you felt that he must be an ally rather than an enemy. You do not know what he really wants; he seems happy with his magical power but you have learned to look deeper than the surface with people.

**Arden Wodell, Priestess of Sera:** Rumor (and reliable spies) report that this woman has been angling to marry the baron for a year or more. She rose from senior priest to important person at the court with amazing speed. In fact, she rose so quickly that you became suspicious and had divination spells cast on her to trace her bloodline. Turns out her bloodline descends from the evil god Azrai, but Arden seems harmless enough so long as you treat her with distinction. There are occasionally exceptions to the general rule, and Arden seems to be different from the other scions of Azrai. You keep your information on her bloodline secret, for possible later use.

**Hjordnal Skaving:** You have hired this woodsman from Rjurik to find and explore new trapping territories, but if you need a wilderness threat neutralized you hire someone with fewer scruples about killing animals. He is a friend of the baron, so you will try to be his friend too. Never hurts to have friends close to the baron.

**Johannas Von Staelen, Baron of Berhagen:** The baron is a strong man and a capable battlefield warrior, and that is where he shines best. You know he has lost support from two key guilds, and that he would like your support very much. He seems very well informed for one who is not a born intriguer (as you are).

**Intrigue Non-Weapon Proficiency:** You notice when intrigue is afoot around you and can initiate your own schemes. An intrigue takes 3 to 6 weeks of planning and work, but a successful check indicates the scheme

worked. You can identify the players in an intrigue from partial evidence on a successful check with a -2 to -6 penalty (imposed by the DM).

The current situation: The information about the dragon came from Edsel, a man from your guild in the village of Duren (to the east). He is as reliable as any other man in your guild, so you trust that the information is genuine. If the baron wants to find this dragon, you will probably go along. Dragons have a lot of treasure, and one should never waste an opportunity. As for the forces in the north, you have some holdings there that you would like to see protected, but you do not plan to get involved in the fighting yourself. You are much happier offering indirect assistance (extra supplies shipped north in a hurry and at low cost, for example).

You are also sure that there is a spy in the baron's court. There is of course yours, but you think there is another. Your spy sends regular reports of a certain soldier visiting the palace and the church of Sera rather too frequently. You have not acted on this information, because you are not sure of what to do just, of how to use this spy and whoever he works for.

## KATARINA HILLEN

Female Human (Brecht) 9th Level Magician  
Unblooded Commoner

Str: 11	Int: 15	Height: 5' 6"	Hair/Eyes: Blond / Blue
Dex: 16	Wis: 13	Weight: 130 lbs	Skin: Fair
Con: 15	Chr: 16	Age: 32	Alignment: Neutral Good

Appearance: You have a very neat figure, a nearly perfect profile, and a clear strong gaze. You wear your long blond in a long braid or pony tail, and choose your clothes to show yourself off as well as possible. Your beauty was once compared to that of a delicate yellow rose.

Weapon Proficiencies: None (you never learned any)

Non-Weapon Proficiencies: Ancient Language—High Brecht (15), Direction Sense (14), Etiquette (16), Intrigue (13), Read and Write Low Brecht (16), Read and Write Rjuven (16), Reading Lips (13), Religion (13), Weather Sense (14)

Languages: Low Brecht, Rjuven

Combat Statistics:	AC Normal: 3	AC Rear: 5	Hit Points: 32	Base THACO: 18
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### Saving Throws

Paralyzation, Poison, Death:	13
Rod, Staff, Wand:	9
Petrification, Polymorph:	11
Breath Weapon:	13
Spell:	10

### Magician Class Abilities

1. +1 on saves vs illusion and divination spells
2. Impose -1 on saves vs your illusion and divination spells
3. Cast spells of all levels from schools: illusion, divination
4. Can cast only 1st and 2nd level spells from other schools
5. +15% chance to learn illusion and divination spells, -15% chance to learn others

Magic Items: Ring of protection +2, bracers of defense AC 7, robe of scintillating colors, bag of tricks (type A)

Possessions: You are the mistress of the Baron of Berhagen, and he provides for your needs. You have a great many dresses, a fine collection of books (some quite old), and such other small necessities as make life comfortable in the wilds of Berhagen. You have no weapons, as you cannot use any. If you need any non-magical objects, ask the baron.

### Role-Playing Notes:

Though of common blood, your family has occupied a position of importance in the barony of Berhagen, a Brecht kingdom, for many generations. The ability to work magic is in the blood of your family, though you did not inherit it. Your brother Rolf is a true wizard and lives in the Khinasi lands to the south, and your father was a wizard too, until his untimely death from illness. Your mother does not use magic, and lives quietly in the Berhagen capital of Holstadt. Your desires to use magic were strong, and you found a magician who would train you in the lesser arts. You learned quickly, and a few years adventuring honed your skills; since you never learned any weapons you had to be clever in your use of spells to prosper. You also learned a variety of skills and languages to augment your abilities to find things out. When you retired from adventuring, you sought a position in the court of the baron as a diviner or advisor.

The baron, Johannas, noticed you at once and soon you had become his mistress. You and he love each other, and you know that he would marry you if your bloodline was not of common origin. As the baron, and head of a noble and famous bloodline, he must marry someone who will not dilute the strength of his bloodline. You understand; it has been the curse of the commoner for centuries to come second behind concerns of blood. You are also the chief advisor and diviner in the court, and many come to you for a view of the future or advice. Many

men have indicated that you could have a home with them, but you are not interested. Your love for Johannas will survive even seeing him married to someone else, and you have no plans yourself to marry.

Your life has taught you to put a smiling face forward no matter what, and that is very true in the court. You can sense palace intrigues and plots intuitively, and you do not want to become a pawn of someone's bid for power. You keep your eyes and ears open and your face smiling, and hope that no one discovers that you are the reason Johannas is so well-informed about his court. You believe that there might be good in almost everyone, but sometimes you have to dig pretty deep to find it. You are not interested in digging deep into people, so you tend to accept people's surface behavior as indications of what they are probably like. You use your spells to protect yourself, to keep an eye on anyone you suspect of anything irregular, and to make the courtiers happy by telling them basically what they want to hear. No one wants to hear bad news, and you do not want anyone taking bad news out on you. Only with Johannas are you completely honest about what you see.

**Klaus Vurunne, Guildmaster of the Furrier and Trappers Guild:** You are pretty sure that Klaus murdered the last guildmaster, and though that is a common occurrence in Cerilia you keep an eye on him. He is probably a safe friend so long as you don't threaten his guild, which seems to consume his interest. You occasionally watch him with your magic, and keep the baron apprised of any suspicious activities of his.

Dirk Kallnecht, High Mage of Brechtur: This true wizard wields great power, and you know that he has a close alliance with Klaus Vurunne as well as with the baron. He seems adept at getting what he wants out of a situation.

Arden Wodell, Priestess of Sera: This insufferable woman wants to marry Johannas very much. You know it because you watch her in a magic mirror. You do not trust her, but you do not have anything specific to base your distrust on. It is just a feeling that her own interests will always come above those of Johannas or anyone else.

**Hjordnal Skaving:** This woodsman from Rjurik lands is a large friendly counterpoint to the others at the court. He always treats you well, and other than the stories of his prowess you have heard from Johannas you know little about him. You do not trouble to spy on him.

**Johannas Von Staelen, Baron of Berhagen:** The baron is a skilled veteran of the battlefield, and sports some scars from encounters with border raiders and Vos enemies from the north. You trust his judgment in most matters.

Intrigue Non-Weapon Proficiency: You notice when intrigue is afoot around you and can initiate your own schemes. An intrigue takes 3 to 6 weeks of planning and work, but a successful check indicates the scheme worked. You can identify the players in an intrigue from partial evidence on a successful check with a -2 to -6 penalty (imposed by the DM).

The current situation: The situation with the dragon is alarming, but you are sure that Johannas can handle it. You will naturally do whatever you can to support him, even if it means going into the wilds to confront the dragon. Your divining powers could be necessary against such a powerful being, as who can say what a dragon has on its mind. Hopefully you can.

You once saw a soldier leave the palace at an odd hour and used divinations to find out what he was up to. You discovered that he was carrying information for a traitor in the court, but unfortunately you could not find out who he worked for. You let him go, so as not to spook the traitor prematurely, and have yet to tell the baron about the incident; it has not been pressing.

Katarina Hillen–

Magician Spells:

First (Choose 5)

- ☐ Alarm \*
- ☐ Audible Glamer
- ☐ Change Self
- ☐ Color Spray \*
- ☐ Detect Magic
- ☐ Find Familiar \*
- ☐ Grease \*
- ☐ Magic Missile \*
- ☐ Phantasmal Force
- ☐ Read Magic
- ☐ Shield \*

Fourth (Choose 3)

- ☐ Detect Scrying
- ☐ Hallucinatory Terrain
- ☐ Improved Invisibility
- ☐ Magic Mirror
- ☐ Phantasmal Killer
- ☐ Rainbow Pattern
- ☐ Shadow Monsters

\* spells are *not* from divination or illusions schools

Second (Choose 4)

- ☐ Blur
- ☐ Deafness
- ☐ Detect Invisibility
- ☐ ESP
- ☐ Invisibility
- ☐ Knock \*
- ☐ Locate Object
- ☐ Mirror Image
- ☐ Web \*
- ☐ Whispering Wind
- ☐ Wizard Lock \*

Fifth (Choose 2)

- ☐ Advanced Illusion
- ☐ Contact Other Plane
- ☐ Major Creation
- ☐ Shadow Door
- ☐ Shadow Magic

Third (Choose 4)

- ☐ Clairaudience
- ☐ Clairvoyance
- ☐ Illusionary Script
- ☐ Invisibility 10' radius
- ☐ Phantom Steed
- ☐ Spectral Force
- ☐ Wraithform

## DIRK KALLNECHT, HIGH MAGE OF BRECHTUR

Male Human (Brecht) 8th Level True Wizard  
Blooded Regent

Str: 10                      Int: 16                      Height: 6' 2"                      Hair/Eyes: Reddish Brown / Brown  
Dex: 15                      Wis: 15                      Weight: 190 lbs                      Skin: Fair  
Con: 10                      Chr: 13                      Age: 44                      Alignment: Lawful Neutral

Appearance: You have a robust and healthy appearance, and you do everything with great energy. You tend towards blues in your clothing, but you do not have a strong preference there and find clothing a matter of indifference. You always carry a staff, which is what the incredulous expect of a powerful wizard such as yourself.

Weapon Proficiencies: Staff, Dart

Non-Weapon Proficiencies: Ancient History–Berhagen (15), Animal Training–Falcon (15), Etiquette (13), Law (15), Leadership (12), Read and Write Low Brecht (17), Spellcraft x2 (14)

Languages: Low Brecht, Ogrish, Vos

Combat Statistics:	AC Normal: 1		AC Rear: 2		Hit Points: 18		Base THACO: 18	
Weapon	#AT	Range	Speed	Adj. THACO	Base Damage		Dmg Bonus	
Staff	1	0	4	18	1d6/1d6		0	
Dart	3	1/2/4	2	18	1d3/1d2		0	

Saving Throws                      Bloodline derivation–Vorynn; strength–Major; score–35  
Paralyzation, Poison, Death:    13    Blood Abilities (these are innate powers):  
Rod, Staff, Wand:                      9    1. Animal Affinity: you can speak with owls at will, if they are  
Petrification, Polymorph:           11    within 10 feet of you. Owls regard you as ally and friend, and  
Breath Weapon:                      13    will cooperate with reasonable requests.  
Spell:                      10    2. Resistance to Magic: you have a 50% chance to resist any  
magical invocation spell. If you resist, you suffer half damage                      (1/4 damage on any  
successful saves to reduce damage)

Magic Items: Staff of power (14 charges) - you cannot use any of the illusion or detection powers. This staff was your mother's, and her father's, and his father's before him. See DMG page 208 for powers (+2 bonus to AC included above); bracers of defense AC 4, 3 potions of extra healing

Pet, Owl: Int Animal; AL N; AC 5; MV 1, fl 27 (D); HD 1; hp 4; THACO 19; #AT 3; Dmg 1d2/1d2/1; SA silent flight–impose -6 penalty to opponent surprise, swoop from 50' high or more for double damage on claws but no beak attack; SD cannot be surprised at night; MR nil; SZ S (3'); ML 9.

\* Any owl you have or find in the wilds has these stats.

Possessions: As one in control of magical sources in Berhagen, you can command favors from the powerful guilds, from the baron, and from other nobles in the court. If you want it and it's non-magical, you can get it. You do have a laboratory and aviary at your primary source location in Karljappen province, and you have all the fine clothes and wizardly supplies you could want. You also have a good library on things magical in Cerilia (the continent).

Role-Playing Notes:

Born in the south of the Brecht kingdom of Berhagen, you grew up among wizards and magic. The talent for true wizardry is passed down through the blood, as the blood abilities are, and you were the son of a powerful wizardress. She was a regent of many sources in the land, and supported the baron of Berhagen with her sources

for years. She was slain in a magical duel by a wandering awnsheigh (an abomination of evil), and you inherited her regency and blood powers. Since then you have added two sources and several key ley-lines to connect them, and you are one of three powerful wizard regents who control the sources of Berhagen. You have given yourself the title of "High Mage of Berhagen," since you have the most power, and the others have not yet contested the title successfully, partly due to your skill and partly due to your blood resistance to invocation magic.

While your mother used her power to help the court and the baron, you prefer to use your powers to better your own position. To that end, you have formed an alliance of sorts with the Trapper and Furrier Guild, as the guild controls more wealth in the realm than the baron does. Money is power in Brechtur, where princes and barons are often wealthy merchants as well. You play the guild and the baron off each other on occasion, if you can gain an advantage from the situation. You know that both rely on you for aid and advice.

It can truly be said that you are out for yourself above all others. You love the power of your sources, and you would not give them up without a desperate fight. Your magical prowess is great, and there is much you could, but you have certain limits. You would not like to rule the barony, because you are not interested in ruling. As long as you have your sources, you have the power you want. You would not resort to evil deeds unless you were directly threatened, as you like having respect and admiration more than you would like to be feared and hated.

One of your hobbies is owl raising and training. You can naturally communicate with these mysterious birds and like to have them around. They are especially useful as night-time spies. You breed them in Karljappen, and have a couple at your house in the port capital of Holstadt.

You have a great interest in people, especially women; you loved your mother very much and seek a wife who is as like her as you can find. So far, no one has shown the charm, strength, and ability to deal with power that she had, but you keep looking. Men interest you because of their underhandedness and petty dealings, something that you have seen since becoming involved with the court at Holstadt. You hope one day to learn the art of intrigue, but for now direct power must be enough for you.

**Klaus Vurunne, Guildmaster of the Furrier and Trapper Guild:** You would not accuse this man of being unscrupulous, at least not to his face. You are sure that he would do anything if his precious guild was threatened, but that does not surprise you since his is the largest guild and the most powerful.

**Katarina Hillen, Seer to the Baron:** This woman of commoner blood uses the lesser magics of divination and illusion, arts which you do not deign to use yourself. She is very competent at spell-casting even though she was not born to it, and you are sure that her constant smile and pleasant exterior hide something. It seems that everybody in the court is hiding something.

**Arden Wodell, Priestess of Sera:** This woman is a constant fixture of the court, and seems to be angling for the position of baroness. She is very pleasant, but you sense she always acts with a goal in mind, somewhat like yourself. She seems to have a deep desire for recognition which is similar to your desire for power. She is not your idea of a bride, but she may be the baron's; at least that is what the talk of the court says.

**Hjordnal Skaving:** This woodsman is someone you could rely on if you ever needed services like his. His large size and Rjurik accent inspire you with confidence in him. You know he is happier among the wilds and the trappers than he is in the court.

**Johannas Von Staelen, Baron of Berhagen:** The baron is a fair and ordinary man, and as long as he does not try to take away your magical sources by developing his provinces you have no problem with him. If it is to your advantage to support him, you will.

**Law Non-Weapon Proficiency:** A strong understanding of how the law works helps you keep your sources intact. On a successful check, you can add a +1 bonus to your chances for success in Create Holding, Decree, Rule, or Espionage actions (these are domain actions which affect how strong your sources are and how well you can use them). One roll must be made for each such action, and you can only do as many as the rules allow (explained later).



Leadership Non-Weapon Proficiency: Because of your natural talents at leading, you add a +1 to your Charisma for determining loyalty, reactions, and number of henchmen (but your Charisma score is unchanged). On a successful check, you could improve the loyalty of a province, but you do not yet rule provinces.

The current situation: The threat of the Rzhlev invasion is a serious one to you, since they are reportedly attacking Karljappen province. You do not know about any dragon, but if there is one involved it would be good to eliminate it. You know that the baron would need your help to do so, and in exchange you could urge him to fight harder for Karljappen.

#### Wizard Spells:

##### First (Choose 4)

- ☐ Armor
- ☐ Burning Hands
- ☐ Cantrip
- ☐ Charm Person
- ☐Enlarge
- ☐ (Tenser's) Floating Disk
- ☐ Magic Missile
- ☐ Mending
- ☐ Protection from Evil
- ☐ Read Magic
- ☐ Sleep

##### Second (Choose 3)

- ☐ (Melf's) Acid Arrow
- ☐ Flaming Sphere
- ☐ Forget
- ☐ Invisibility
- ☐ Knock
- ☐ Levitate
- ☐ Rope Trick
- ☐ Scare

##### Third (Choose 3)

- ☐ Fireball
- ☐ Flame Arrow
- ☐ Fly
- ☐ Hold Person
- ☐ Monster Summoning I
- ☐ Protection from Normal Missiles
- ☐ Suggestion
- ☐ Tongues

##### Fourth (Choose 2)

- ☐ Charm Monster
- ☐ Dimension Door
- ☐ Minor Globe of Invulnerability
- ☐ Wall of Fire

##### Realm Spells (special)

- Summoning
- Transport

## ARDEN WODELL

Female Human (Brecht) 7th Level Priest of Sera  
Blooded Scion

Str: 13                      Int: 11                      Height: 5' 7"                      Hair/Eyes: Light Brown / Blue  
Dex: 13                      Wis: 14                      Weight: 138 lbs                      Skin: Fair  
Con: 17                      Chr: 12                      Age: 36                      Alignment: Neutral

Appearance: You carry yourself with dignity and ceremony, as befits a senior priestess of Sera at the most important temple in Berhagen. You wear robes of office most of the time. Your eyes always have a look of superiority in them, no matter who you are speaking to.

Weapon Proficiencies: Footman's Mace, Horseman's Mace, Staff

Non-Weapon Proficiencies: Diplomacy (13), Etiquette (12), Healing (12), Local History—Berhagen (12), Read and Write Low Brecht (12), Religion (14)

Languages: Low Brecht, Vos

Combat Statistics:	AC Normal: 6		AC Rear: 6		Hit Points: 52		Base THACO: 16
Weapon	#AT	Range	Speed	Adj. THACO	Base Damage	Dmg Bonus	
Footman's Mace	1	0	7	16	1d6+1/1d6	0	
Horseman's Mace	1	0	6	16	1d6/1d4	0	
Staff	1	0	4	16	1d6/1d6	0	

### Saving Throws

Paralyzation, Poison, Death:

7

Rod, Staff, Wand:

11

Petrification, Polymorph:

10

Breath Weapon:

13

Spell:

12

### Priest Powers

1. +2 bonus to all Saving Throws

2. Invisibility, as the 2nd level wizard spell, 1/day

3. Curse 1/day – victim suffers -4 to Hit and Saving Throws for 1 week

4. Cannot turn undead

### Bloodline derivation—Azrai; strength—Major; score—28

#### Blood Abilities (these are innate powers):

1. Persuasion: you can argue with extreme clarity and logic. You may use a suggestion (as the spell) once per day on any creatures of 7+1 or fewer hit dice and who understands the language you use.

2. Unreadable Thoughts: you are protected from spells and abilities which determine what you are thinking or feeling, such as ESP, telepathy, or empathy. They do not work on you.

Magic Items: Staff of curing (27 charges), ring of fire elemental command, cloak of protection +4

Possessions: You have family wealth, and that of the temple, and you use both for your personal needs. You also have a connection with the Traders Guild, and have access to imported goods at reduced prices. These take weeks to get, sometimes. You can get any non-magical item you want, within reason, as you never spend lavish amounts on anything. You have anything that would be considered normal necessities of life, such as clothing, your holy symbol, some jewelry, etc.

#### Role-Playing Notes:

You are the daughter of some merchants, but you quickly put your family behind you in your quest for what you truly desire: position. You have always wanted to be important; you never were to your family. This

childhood neglect possibly drives you to be in the limelight, always among the most important people wherever you are. You were sent south to the Vos land of Molochev to be educated, but the primitive Vos could not give you what you truly desired. Within a couple of years you returned to your home realm of Berhagen and entered the priesthood of Sera. Priests are important and loved among the people, and you discovered that the temple suits you exactly. The people are not very religious, and their lack of piety and devotion allows you to use your position more effectively for your own interests. You are not very pious yourself, but Sera does not seem to notice, or perhaps she is amused by your attitude. You use the ceremony and formality of the temple to your benefit, manipulating every situation so that you benefit.

You use people the same way. You do care for some of the flock in your temple, but people are by and large stepping stones to your destiny. It is ironic that these stepping stones are the ones who give you the position and respect and attention you seek, but individually the common masses are not that important.

The merchant princes and the nobles are another story. You seek always to treat them with respect, as they can advance your position in society and in the barony. Recently, you decided that the unwed baron of Berhagen needed a wife, and that wife would be you. As the baroness, you would practically rule the kingdom. You have been manipulating ever since, working your way into the court and into Baron Johannas's company. After a year, it seems that your desire is about to be fulfilled. The baron has not yet proposed, but you know that his advisors have been pushing him to marry and establish an heir. You know this because you have been quietly suggesting that they push for this. How easy things are sometimes, especially with your blood abilities at your command. Your powers as a priestess are also useful, and though you sometimes curse one who has slighted you, you never have had recourse to use your power of invisibility.

Your bloodline comes from the evil Azrai, but you are not worried that you will become an awnsheigh (an evil creature like the Gorgon or the Vampire) because you have not manifested any body changes so far.

Since the prospect of being married has become close to a reality, you have started to feel maternal feeling. You find yourself wanting to have children, and to help advance their careers and positions as you have done with your own. The game of human chess is fascinating, and you doubt you could ever give it up, but you do feel that you will love your children with a passion rare in you. This makes your waiting for the baron even harder to bear.

**Klaus Vurunne, Guildmaster of the Furrier and Trappers Guild:** This man could be useful, as he rules the most prosperous guild in the land. You are not yet sure how, but you think on his possible usefulness in your idle times. You think he could be ruthless, and probably has contacts in the criminal world, and sometimes those are necessary to eliminate a rival.

**Katarina Hillen, Seer to the Baron:** This woman must be Johannas's mistress, you can tell by the way she looks at him when she thinks no one is watching. She is a competent advisor and diviner, but you hope she is not spying on you with her magic. When you are married, she may have to leave the court.

Dirk Kallnecht, High Mage of Brechtur: This man can offer you nothing; he is a wizard who has magical sources. You do not even know what he is like as a man, and you really don't care.

**Hjordnal Skaving:** This woodsman is fast becoming a friend of the baron, and a trusted advisor. He does know a lot about the wilder provinces, even though he is from Rjurik lands across the sea.

**Johannas Von Staelen, Baron of Berhagen:** The man who will finally place you in the position you deserve. You would never steal his birthright; being his wife is as close as you want to be to absolute power. He is kind but torn, and you know that things will be better for him once you are his wife.

Diplomacy Non-Weapon Proficiency: You understand the protocol, subtleties, and conventions of diplomatic activities, and are good at getting what you want with a minimum of concessions. A successful check allows you to add a +4 bonus to any Diplomacy domain action, which will be useful to you as the wife of the baron.

The current situation: These threats against the land are the last thing that you need right now, with everyone thinking you will soon marry the baron. This dragon is especially unnerving, and you would not under other

circumstances decide to find it, but if Johannas goes you will too. He will need your healing and your priestly magic.

You have observed a soldier making repeated and unnecessary visits to the church, and not during service times either. You do not know what is going on, or who the soldier visits, but it seems strange and so you took note of it. Probably he is meeting one of the young priestesses.

Spell Spheres: \* spheres and spells are from the Tome of Magic

Major: All, Chaos \*, Divination, Healing, Necromantic, Protection, Summoning

Minor: Charm, Combat, Numbers\*

Priest Spells:

First (Choose 5)

- ☐ Analyze Balance \*
- ☐ Bless
- ☐ Call Upon Faith \*
- ☐ Combine
- ☐ Command
- ☐ Cure Light Wounds

Second (Choose 3)

- ☐ Aid
- ☐ Augury
- ☐ Barkskin
- ☐ Chant
- ☐ Detect Charm
- ☐ Dissension's Feast \*

Third (Choose 2)

- ☐ Animate Dead
- ☐ Cure Blindness or Deafness
- ☐ Cure Disease
- ☐ Dispel Magic
- ☐ Emotion Control \*
- ☐

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- ☐ Detect Evil/Good
- ☐ Detect Magic
- ☐ Detect Poison
- ☐ Detect Snares and Pits
- ☐ Endure Cold/Heat
- ☐ Invisibility to Undead
- ☐ Locate Animals or Plants
- ☐ Magical Stone

- ☐ Draw Upon Holy Might \*
- ☐ Enthral
- ☐ Find Traps
- ☐ Hold Person
- ☐ Know Alignment
- ☐ Moment \*
- ☐ Music of the Spheres \*
- ☐ Mystic Transfer \*

- ☐ Feign Death
- ☐ Line of Protection \*
- ☐ Locate Object
- ☐ Magical Vestment
- ☐ Miscast Magic \*
- ☐ Moment Reading \*
- ☐ Negative Plane Protection
- ☐ Prayer

\_\_\_ Mistaken Missive \*  
\_\_\_ Personal Reading \*  
\_\_\_ Protection from Evil  
\_\_\_ Purify Food & Drink  
\_\_\_ Remove Fear  
\_\_\_ Ring of Hands \*  
\_\_\_ Sanctuary  
\_\_\_ Shillelagh

\_\_\_ Resist Fire/Cold  
\_\_\_ Sanctify  
\_\_\_ Slow Poison  
\_\_\_ Speak with Animals  
\_\_\_ Spiritual Hammer  
\_\_\_ Withdraw

\_\_\_ Protection from Fire  
\_\_\_ Random Causality \*  
\_\_\_ Remove Curse  
\_\_\_ Remove Paralysis  
\_\_\_ Speak with Dead  
\_\_\_ Summon Insects  
\_\_\_ Telethaumaturgy \*  
\_\_\_ Unearthly Choir \*

Fourth (Choose 1)

\_\_\_ Abjure  
\_\_\_ Animal Summoning I  
\_\_\_ Call Woodland Beings  
\_\_\_ Chaotic Combat \*  
\_\_\_ Cure Serious Wounds  
\_\_\_ Detect Lie  
\_\_\_ Divination  
\_\_\_ Focus \*  
\_\_\_ Inverted Ethics \*

\_\_\_ Protection from Evil 10' radius  
\_\_\_ Protection from Lightning  
\_\_\_ Reflecting Pool  
\_\_\_ Repel Insects  
\_\_\_ Spell Immunity  
\_\_\_ Tongues

## HJORDNAL SKAVING

Human Male (Rjuven) 7th Level Ranger  
Blooded Scion

Str: 17                      Int: 9                      Height: 6' 4"                      Hair/Eyes: Blond / Blue  
Dex: 13                      Wis: 14                      Weight: 240 lbs                      Skin: Fair  
Con: 15                      Chr: 11                      Age: 28                      Alignment: Lawful Good  
Appearance: You are well-muscled and large, a typical Rjuven specimen of a man. Your eyes twinkle with laughter and your shoulder-length hair and beard frame your face well. You wear leather armor even in court, and carry your axes as if you expected to use them at any time.

Weapon Proficiencies: Battle Axe, Hand Axe, Halberd, Light Crossbow, Harpoon, Trident

Non-Weapon Proficiencies: Animal Lore (9), Hunting (14), Mountaineering (n/a), Survival—Forests (9), Tracking (20), Weather Sense (13)

Languages: Low Brecht, Rjuven

Combat Statistics:	AC Normal: 5		AC Rear: 5		Hit Points: 56		Base THACO: 14
Weapon	#AT	Range	Speed	Adj. THACO	Base Damage	Dmg Bonus	
Battle Axe	3/2	0	7	13	1d8/1d8	+1	
Hand Axe, melee	3/2	0	4	13	1d6/1d4	+1	
Hand Axe, thrown	1	1/2/3	4	14	1d6/1d6	+1	
Halberd	3/2	0	9	13	1d10/2d6	+1	
Light Crossbow	1	6/12/18	7	14	1d6+1/1d8+1	0	
Harpoon	3/2	0	7	13	2d4/2d6	+1	
Trident	3/2	0	7	13	1d6+1/3d4	+1	

### Saving Throws

Paralyzation, Poison, Death:	10
Rod, Staff, Wand:	12
Petrification, Polymorph:	11
Breath Weapon:	12
Spell:	13

### Ranger Abilities

1. Handle wild animals (see PHB page 41)
2. Move Silently 55%, Hide in Shadows 43% (in wilderness—chances are halved in urban surroundings)
3. Species Enemy—Orog: +4 to Hit, -4 penalty to Reactions

### Bloodline derivation—Reynir; strength—Minor; score—23

#### Blood Abilities (these are innate powers):

1. Healing: you can cure 1d6+7 points of damage; you can use this power once per day on one individual only. Additionally, you can cast remove paralysis once per day and either cure disease or cure blindness once per day. These are cast at 7th level.
2. Enhanced Senses: you are attuned to the wilderness. You receive a +4 bonus to tracking (included above), and you are surprised only on a roll of 1 in 10 while in the wilderness.
3. Poison Sense: You have a natural and involuntary ability to detect poisons or harmful substances within 3 feet of yourself. Within 10 feet, you have only a 25% chance to notice these substances. You have no immunity to them, however.

Magic Items: Leather armor +3, battle axe +3, pair of hand axes +1, trident +1, (Heward's) handy haversack, boots of varied tracks, figurines of wondrous power—golden lions

Possessions: Crossbow, 10 bolts, 50 feet of rope, 100 feet of twine, small hammer, hunting knife, flint and steel. If you need anything else (which is rare), you can ask the baron for it, since he employs you. He can provide most non-magical items within a reasonable time.

#### Role-Playing Notes:

Originally from Stjordvik in the lands of the Rjurik people, you grew up in the wilderness and highlands of the south provinces. You are the son of a prominent bloodline from Stjordvik, but you have three brothers older than yourself. As you would not inherit any lands at home unless a great calamity happened, and you would not think of bringing such about, you left home on your father's advice to see the world. Your path took you across Anuire (to the south) and eventually back to the Great Bay, where you took ship for the Brecht lands. You arrived in Berhagen and found it to your liking, and explored every inch of the country's wilderness. You made a name for yourself as an expert guide and tracker, and that is how you came to the notice of the baron.

Baron Johannas Von Staelen hired you two years ago to help with a survey of his lands, especially the hazards, and you impressed him with your knowledge and common sense. Though not creative or in any way brilliant, you have a solid grasp of the way things work and can remember most everything you see or hear. When the survey was completed, the baron asked you to join his court as an advisor on the far provinces. You agreed with the condition that you could spend most of your time discovering, not advising.

You have received a warm welcome from the simple people of Berhagen, and have learned a lot about the trapping trade. You know that the trappers have been organized by their guild and though using the old and simple methods, they produce a great many skins and furs each year. You have tried your hand at trapping, but you like animals and would rather not kill them for profit. When you kill an animal, you use as much of it as you can, and leave the rest for the wolves and bears. You like the common people and feel their concerns more than the nobles or the merchant princes do. As an advisor to the baron, you try to see that their needs are known in the court.

**Klaus Vurunne, Guildmaster of the Furrier and Trappers Guild:** This man is very familiar to you; many of his trappers speak well of him. He drives the guild's organization and productivity very competently. You have only seen him in person a couple of times, and he exudes confidence. You think that he would be a fine ally, if you needed one. His guild has hired you a few times to explore new areas for trapping.

**Katarina Hillen, Seer to the Baron:** This woman is the baron's consort, according to the talk of the court. You are rarely there, but you have a couple of friends who keep you up to date. She is pretty and a skilled magician. You have never asked for your future to be read, since you like the little surprises life throws at you. You treat her kindly.

Dirk Kallnecht, High Mage of Brechtur: This man calls himself High Mage, but really he is one of three who control the magic of this land. He likes power the most (you have met the other two, and they pale in comparison with Dirk), and is very sure of himself. You are not sure if he is loyal to the baron or not, so you listen for any news of him.

Arden Wodell, Priestess of Sera: This priestess, who seems very full of herself and her consequence, is likely to be the baron's wife before the year is out. You know that he is expected to marry, and though you think he should wed Katarina you think that he will choose the haughty priestess instead.

**Johannas Von Staelen, Baron of Berhagen:** You have great respect for this man, who you would follow anywhere. He is pulled from many sides by his courtiers and advisors, so you do your best to ask little of him. He gives you plenty anyway.

The current situation: This threat from the north is not serious; you know that the baron's troops can handle the Vos. It is the orogs and the dragon which have you worried.

## JOHANNAS VON STAELEN, Baron of Berhagen

Human Male (Brecht) 7th Level Fighter  
Blooded Regent

Str: 16                      Int: 12                      Height: 5' 11"                      Hair/Eyes: Brown / Green  
Dex: 15                      Wis: 9                      Weight: 170 lbs                      Skin: Fair  
Con: 15                      Chr: 12                      Age: 38                      Alignment: Neutral Good

Appearance: You have the look of a battle-hardened soldier, and bear several scars from vicious battles. You prefer to wear simple but elaborate tunics and breeches in court, with rapier and main gauche riding on your belt. When you campaign you don your chain mail and broad sword. You keep your hair short but neat, and take care that you never appear sloppy, because the people expect their baron to look noble and strong and clean.

Weapon Proficiencies: Broad Sword (specialization), Rapier, Main Gauche, Light Crossbow, Ambidexterity

Non-Weapon Proficiencies: Etiquette (12), Gaming (12), Local History—Berhagen (11), Mountaineering (n/a), Read and Write Low Brecht (13), Riding—Horse (12), Strategy (10)

Languages: Low Brecht, Rjuven

Combat Statistics:	AC Normal: 9/2		AC Rear: 10/3		Hit Points: 50	Base THACO: 14
Weapon	#AT	Range	Speed	Adj. THACO	Base Damage	Dmg Bonus
Broad sword +2	3/2	0	5	11	2d4/1d6+1	+3
Rapier	3/2	0	4	14	1d6+1/1d8+1	+1
Main Gauche**	3/2	0	2	14	1d4/1d3	+1
Light Crossbow	1	6/12/18	7	14	1d6+1/1d8+1	0

\*\* Can parry with this: no attacks but gives +1 bonus to AC

### Saving Throws

Paralyzation, Poison, Death: 10  
Rod, Staff, Wand: 12  
Petrification, Polymorph: 11  
Breath Weapon: 12  
Spell: 13

Bloodline derivation—Brenna; strength—Great; score—42

Blood Abilities (these are innate powers):

1. Travel: by standing on a road, path, or trail, you can teleport to anywhere else on the same road or any road which splits off from it. If you plan, you can go almost anywhere in Cerilia (the continent) via these means. You must know your destination by prior visited or magical study. You can take 7 companions with you. You can do this twice per week.
2. Shadow Form: you can transform yourself and anything you are carrying into living shadow for 17 rounds. In shadow form, you can cross any surface (vertical, horizontal, or in between) easily but you cannot change shape or fly. You cannot affect your environment physically while in shadow form, but you also can only be attacked with magical weapons. Undead ignore you in shadow form. You can do this once per day.
3. *Detect Lie*: you can concentrate on an individual and determine whether he or she is speaking the truth (as the 4th level priest spell detect lie). The effect lasts for 1 turn. You can do this once per day.

Magic Items: Rod of lordly might (24 charges), see DMG p. 205 for powers; chain mail +2, broad sword +2



**Possessions:** You are the baron, and your wealth is measured in gold bars, not gold pieces. If there is anything non-magical that you want, you either have it or can get it, almost instantly. If something is very expensive, you can always raise the taxes on the guilds for a season.

**Role-Playing Notes:**

As baron of the Brecht realm of Berhagen, you are a man caught between opposing forces in almost all aspects of your life. You are the latest in a line of Von Staelen barons of Berhagen, and as the eldest son of your parents you were trained to assume the role of rulership. In the six years you have been baron, you have done an excellent job; the people are happy, the land is prosperous, and trade thrives. However, you face constant military threats to your barony from the neighboring Vos realms of Rzhlev and Molochev. These realms keep your military hopping, as do the occasional bandit groups which raid the eastern frontiers. You are more worried about protecting the capital city, Holstadt, where most of the trade occurs, but you keep an eye on these far lands through advisors and scouts so that your power does not slip through your fingers.

You also find yourself torn in your personal life. On the one hand, there is your mistress and the love of your life, Katarina. She is beautiful, docile, amusing, everything you could want. But she is of common blood, and you owe enough duty to your famous bloodline to not ally yourself with a commoner and thus weaken it. On the other hand, your advisors are urging you to marry and produce an heir, and soon. There is the priestess Arden Wodell, of the temple of Sera, who would make a fine bride and an excellent wife for someone in your position, but you hesitate to marry for purely mercenary reasons.

You also find yourself in conflict with the guilds in Berhagen. In Brecht lands, wealth is the measure of power, and you do not control the majority of wealth in Berhagen. Your family used to, but two guilds broke from your family when your father died; untimely deaths of guildmasters shifted the balance of power away from your family. As a result, you have to be careful in your dealings with the guilds, especially the Furrier and Trapper Guild, the most powerful in the land. You do not want to find yourself on the wrong side of a guild war, or even in the middle of one, and you greatly worry that this may happen.

For amusement, you hunt in the north, slay brigands and orogs in the hills, and dance at the many parties thrown in Holstadt. You are always invited, and you know that everyone seeks your goodwill for reasons that you have to find out on your own. You truly care about your people, but you care more for the coastal folk and tend to let the frontier people fend for themselves unless there is an attack.

**Klaus Vurunne, Guildmaster of the Furrier and Trappers Guild:** It is good to be wary of this man. He rose suddenly to become guildmaster, and you are not sure of his allegiance yet. You work to secure it, and rely on Katarina's information to apprise you of his underworld activities. If you could woo him to your side, you would control most of the wealth in the realm, which is as it should be.

**Katarina Hillen, Seer to the Baron:** This magician is officially your chief advisor and unofficially your mistress. She enchants you, and her information about what the nobles, merchants, and guilds are up to is always accurate. You do not tell anyone that she is spying for you with her divination magic; her position and maybe her life would be jeopardized.

**Dirk Kallnecht, High Mage of Brechtur:** This man is one of three wizard regents in Berhagen, and he controls the largest amount of magical sources. You find yourself at odds with him occasionally; when you try to expand your holdings he opposes you. He poses no threat to your rule, but you are not sure of his support unless there is some advantage for himself in what you want.

**Arden Wodell, Priestess of Sera:** This woman, though not beautiful like Katarina, is well-enough looking and always dignified. She's a senior priestess in the most influential temple in Berhagen, of a good bloodline, and you do enjoy her company. She would make a fine wife, and wants to marry you, but you worry about hurting Katarina. You may not have a choice, though; Arden is the best candidate for baroness you could find anywhere in the land, and heirs are important.

**Hjordnal Skaving:** This ranger from the Rjurik lands has impressed you with his knowledge of your land and his ability to scout and remember even the smallest detail. In the city he is much less comfortable, so you only see him

for a few days every season when he presents reports, but there is no one you would rather rely on in the wilds. Strange that the most capable and trustworthy woodsman you know is a foreigner.

The current situation: This is the worst time for an invasion. It seems almost as if that Vos Leonid Markov (the ruler of Rzhlev) planned it this way. Spies report that Markov is bringing in six units including troops, archers, and cavalry, his largest invasion force yet.

You know that the people are talking and practically buying gifts now, in anticipation of your wedding to Arden, and you have not even announced the marriage yet, or even proposed. The orog raids look like a Vos attempt to draw away your troops, but the dragon threat could be a problem. There is no way to know with a dragon, unless you seek it out and ask it. The life of a ruler is never easy.

The way things are going, you would think that there is a Vos spy in the court somewhere. Your own spies have not found any traitors, but still the whole situation is too coincidental.